

---

Subject: SSGM plugin issues

Posted by [=HT=T-Bird](#) on Thu, 05 Jul 2007 20:11:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

1) Is there a good reason why plugins are not allowed to have their own purchase hooks? Or is that just an omission on WhiteDragon's part?

2) Again, is there a good reason why plugins cannot listen for DragonGuard events except by monitoring the SSGMlog?

3) How would I go about creating a plugin that provides services (functions, classes,...) to other plugins? Or, can plugins only use services provided by SSGM itself?

P.S. Is DragonGuard still alive and kicking? Or, did BIATCH's release pre-empt that project?

---

---

Subject: Re: SSGM plugin issues

Posted by [Genesis2001](#) on Thu, 05 Jul 2007 20:23:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

3) Download the LuaPlugin

-MathK1LL

---

---

Subject: Re: SSGM plugin issues

Posted by [=HT=T-Bird](#) on Thu, 05 Jul 2007 22:45:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

MathK1LL wrote on Thu, 05 July 2007 15:23:33) Download the LuaPlugin

-MathK1LL

1) That is NOT what I am talking about. I just want to have it so that one native SSGM plugin can use functions provided by another.

2) I tried RenLua, but I got like 2-3 SFPS with it installed.

---

---

Subject: Re: SSGM plugin issues

Posted by [Whitedragon](#) on Thu, 05 Jul 2007 23:57:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

=HT=T-Bird

1) Is there a good reason why plugins are not allowed to have their own purchase hooks? Or is that just an omission on WhiteDragon's part?

You can make purchase hooks. There just isn't an example of one.

---

=HT=T-Bird

3) How would I go about creating a plugin that provides services (functions, classes,...) to other plugins? Or, can plugins only use services provided by SSGM itself?

You could have SSGM load both plugins and then have one plugin use GetModuleHandle to get the address of the other plugin and export functions from it. This will only work on windows though.

=HT=T-Bird

Is DragonGuard still alive and kicking?

No.

---

---

Subject: Re: SSGM plugin issues

Posted by [=HT=T-Bird](#) on Fri, 06 Jul 2007 00:04:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Whitedragon wrote on Thu, 05 July 2007 18:57=HT=T-Bird

1) Is there a good reason why plugins are not allowed to have their own purchase hooks? Or is that just an omission on WhiteDragon's part?

You can make purchase hooks. There just isn't an example of one.

Well, not without stomping on what other plugins might do with them.

Whitedragon wrote on Thu, 05 July 2007 18:57=HT=T-Bird

3) How would I go about creating a plugin that provides services (functions, classes,...) to other plugins? Or, can plugins only use services provided by SSGM itself?

You could have SSGM load both plugins and then have one plugin use GetModuleHandle to get the address of the other plugin and export functions from it. This will only work on windows though.

Hacky, but workable (and I could probably do it on Linux too, it's just a matter of figuring out how).

Whitedragon wrote on Thu, 05 July 2007 18:57=HT=T-Bird

Is DragonGuard still alive and kicking?

No.

Well then, I would like to see the DragonGuard hook in SSGM either a) deleted or b) used by BIATCH.

---

---

Subject: Re: SSGM plugin issues

Posted by [Whitedragon](#) on Fri, 06 Jul 2007 00:08:27 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

=HT=T-Bird wrote on Thu, 05 July 2007 20:04Whitedragon wrote on Thu, 05 July 2007 18:57=HT=T-Bird

1) Is there a good reason why plugins are not allowed to have their own purchase hooks? Or is that just an omission on WhiteDragon's part?

You can make purchase hooks. There just isn't an example of one.

Well, not without stomping on what other plugins might do with them.

You can have multiple purchase hooks. Unlike the player join, player leave, console output, chat, and host chat hooks which only allow one hook. That's why they were implemented in plugins like they are.

---

---

Subject: Re: SSGM plugin issues  
Posted by =HT=T-Bird on Fri, 06 Jul 2007 00:45:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Whitedragon wrote on Thu, 05 July 2007 19:08=HT=T-Bird wrote on Thu, 05 July 2007 20:04Whitedragon wrote on Thu, 05 July 2007 18:57=HT=T-Bird

1) Is there a good reason why plugins are not allowed to have their own purchase hooks? Or is that just an omission on WhiteDragon's part?

You can make purchase hooks. There just isn't an example of one.

Well, not without stomping on what other plugins might do with them.

You can have multiple purchase hooks. Unlike the player join, player leave, console output, chat, and host chat hooks which only allow one hook. That's why they were implemented in plugins like they are.

In other words, you can have as many plugins hook purchases as you want?

---

---

Subject: Re: SSGM plugin issues  
Posted by Whitedragon on Fri, 06 Jul 2007 01:44:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yes. You can have as many purchase hooks as you want, whether they're in a plugin or SSGM itself.

---

---

Subject: Re: SSGM plugin issues  
Posted by =HT=T-Bird on Fri, 06 Jul 2007 11:34:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Whitedragon wrote on Thu, 05 July 2007 20:44 Yes. You can have as many purchase hooks as you want, whether they're in a plugin or SSGM itself.  
Ah, that makes sense.

Since DragonGuard is dead, what is going to be done with SSGM's DragonGuard hook? Are you already planning to delete it? Or, should I talk to StealthEye about having BIATCH take advantage of it?

---